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101 Global multimedia system design exploration using accurate memory organization feedback
Arnout Vandecappelle, Miguel Miranda, Erik Brockmeyer, Francky Catthoor, Diederik Verkest
June 1999 **Proceedings of the 36th ACM/IEEE conference on Design automation**
Full text available: pdf(70.73 KB) Additional Information: full citation, references, citings, index terms

102 A comparison of MPI, SHMEM and cache-coherent shared address space programming models on the SGI Origin2000
Hongzhang Shan, Jaswinder Pal Singh
May 1999 **Proceedings of the 13th international conference on Supercomputing**
Full text available: pdf(2.30 MB) Additional Information: full citation, references, citings, index terms

103 A bandwidth-efficient architecture for media processing
Scott Rixner, William J. Dally, Ujval J. Kapasi, Brucek Khailany, Abelardo López-Lagunas, Peter R. Mattson, John D. Owens
November 1998 **Proceedings of the 31st annual ACM/IEEE international symposium on Microarchitecture**
Full text available: pdf(1.32 MB) Additional Information: full citation, references, citings, index terms

104 A task- and data-parallel programming language based on shared objects
Saniya Ben Hassen, Henri E. Bal, Ceriel J. H. Jacobs
November 1998 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 20 Issue 6
Full text available: pdf(434.44 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Many programming languages support either task parallelism, but few languages provide a uniform framework for writing applications that need both types of parallelism or data parallelism. We present a programming language and system that integrates task and data parallelism using shared objects. Shared objects may be stored on one processor or may be replicated. Objects may also be partitioned and distributed on several processors.Task parallelism is achieved by forking processes remotely a ...

Keywords: data parallelism, shared objects, task parallelism

105 Smooth view-dependent level-of-detail control and its application to terrain rendering
Hugues Hoppe
October 1998 **Proceedings of the conference on Visualization '98**
Full text available: pdf(1.76 MB) Additional Information: full citation, references, citings, index terms
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106 A proxy architecture for reliable multicast in heterogeneous environments
Yatin Chawathe, Steve A. Fink, Steven McCanne, Eric A. Brewer
September 1998 **Proceedings of the sixth ACM international conference on Multimedia**
Full text available: pdf(1.18 MB) Additional Information: full citation, references, citings, index terms

107 Neon: a single-chip 3D workstation graphics accelerator
Joel McCormack, Robert McNamara, Christopher Gianos, Larry Seiler, Norman P. Jouppi, Ken Correll
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Full text available: pdf(1.58 MB) Additional Information: full citation, references, citings, index terms

Keywords: chunk rendering, direct rendering, graphics pipeline, level of detail, rasterization, texture cache, tile rendering

108 Extending graphics hardware for occlusion queries in OpenGL
Dirk Bartz, Michael Meißner, Tobias Hüttner
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Full text available: pdf(953.96 KB) Additional Information: full citation, references, citings, index terms

Keywords: OpenGL, hierarchical data structures, occlusion culling, visibility

109 Texture tile visibility determination for dynamic texture loading
Michael E. Goss, Kei Yuasa
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Full text available: pdf(833.33 KB) Additional Information: full citation, references, index terms

110 Prefetching in a texture cache architecture
Homan Igehy, Matthew Eldridge, Kekoa Proudfoot
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Full text available: pdf(1.45 MB) Additional Information: full citation, references, citings, index terms

111 PAVLOV: a programmable architecture for volume processing
Kevin Kreeger, Arie Kaufman
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on**

Graphics hardware
Full text available: pdf(1.62 MB) Additional Information: full citation, references, citings, index terms

Keywords: 2D mesh array, SIMD, segmentation, volume processing, volume rendering

112 Warp architecture and implementation
Marco Annaratone, Emmanuel Arnould, Thomas Gross, H. T. Kung, Monica S. Lam, Onat Menzilcioglu, Ken Sarocky, Jon A. Webb
August 1998 **25 years of the international symposia on Computer architecture (selected papers)**
Full text available: pdf(1.17 MB) Additional Information: full citation, references, index terms

113 The clipmap: a virtual mipmap
Christopher C. Tanner, Christopher J. Migdal, Michael T. Jones
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(591.57 KB) Additional Information: full citation, references, citings, index terms

Keywords: clipmap, image exploitation, load management, mipmap, terrain visualization, texture, visual simulation

114 Trace-driven studies of VLIW video signal processors
Zhao Wu, Wayne Wolf
June 1998 **Proceedings of the tenth annual ACM symposium on Parallel algorithms and architectures**
Full text available: pdf(1.48 MB) Additional Information: full citation, references, citings, index terms

Keywords: MPEG, VLIW, VSP, media processor, parallel architecture, parallelism, trace-driven scheduling, video applications

115 Multidimensional access methods
Volker Gaede, Oliver Günther
June 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 2
Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, citings, index terms

Search operations in databases require special support at the physical level. This is true for conventional databases as well as spatial databases, where typical search operations include the point query (find all objects that contain a given search point) and the region query (find all objects that overlap a given search region). More than ten years of spatial database research have resulted in a great variety of multidimensional access methods to support ...

Keywords: data structures, multidimensional access methods

116 Informing memory operations: memory performance feedback mechanisms and their applications
Mark Horowitz, Margaret Martonosi, Todd C. Mowry, Michael D. Smith

May 1998 **ACM Transactions on Computer Systems (TOCS)**, Volume 16 Issue 2

Full text available: pdf(344.74 KB) Additional Information: full citation, abstract, references, index terms, review

Memory latency is an important bottleneck in system performance that cannot be adequately solved by hardware alone. Several promising software techniques have been shown to address this problem successfully in specific situations. However, the generality of these software approaches has been limited because current architecturtes do not provide a fine-grained, low-overhead mechanism for observing and reacting to memory behavior directly. To fill this need, this article proposes a new class ...

Keywords: cache miss notification, memory latency, processor architecture

117 The design, implementation, and evaluation of Jade

Martin C. Rinard, Monica S. Lam

May 1998 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 20 Issue 3

Full text available: pdf(576.88 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Jade is a portable, implicitly parallel language designed for exploiting task-level concurrency.Jade programmers start with a program written in a standard serial, imperative language, then use Jade constructs to declare how parts of the program access data. The Jade implementation uses this data access information to automatically extract the concurrency and map the application onto the machine at hand. The resulting parallel execution preserves the semantics of the original serial program ...

Keywords: parallel computing, parallel programming languages

118 Active pages: a computation model for intelligent memory

Mark Oskin, Frederic T. Chong, Timothy Sherwood

April 1998 **ACM SIGARCH Computer Architecture News , Proceedings of the 25th annual international symposium on Computer architecture**, Volume 26 Issue 3

Full text available: pdf(1.58 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Microprocessors and memory systems suffer from a growing gap in performance. We introduce *Active Pages,* a computation model which addresses this gap by shifting data-intensive computations to the memory system. An Active Page consists of a page of data and a set of associated functions which can operate upon that data. We describe an implementation of Active Pages on RADram (Reconfigurable Architecture DRAM), a memory system based upon the integration of DRAM and reconfigurable logic. Res ...

119 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual

simulators, voxels

120 Loop re-ordering and pre-fetching at run-time

Suvas Vajracharya, Dirk Grunwald

November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available: pdf(128.01 KB) Additional Information: full citation, abstract, references, citings

The order in which loop iterations are executed can have a large impact on the number of cache misses that an applications takes. A new loop order that preserves the semantics of the old order but has a better cache data re-use, improves the performance of that application. Several compiler techniques exist to transform loops such that the order of iterations reduces cache misses. This paper introduces a run-time method to determine the order based on a dependence-driven execution. In a dependen ...

Keywords: coarse-grain dataflow, data locality, dependence-driven, loop transformations, run-time systems, systolic arrays, temporal locality

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S1	0	(pixel near data) and (first near memory) and generating and address and comtroller	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2002/09/23 14:57
S2	0	(pixel near data) and memory and generating and address and comtroller and transfer	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2002/09/23 14:58
S3	1	(pixel same data) and memory and generating and address and comtroller and transfer	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2002/09/23 14:59
S4	1	pixel and data and memor$3 and generat$4 and address and comtroller and transfer	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2002/09/23 15:02
S5	171	((345/564).ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/02/06 13:09
S6	111	(((345/564).ccls.)) and transfer$3	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2002/09/23 15:21
S7	15	(((345/564).ccls.)) and (transfer$3 with function)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2002/09/23 15:22
S8	304	((358$)!.ccls.) and bi-directional and resolution	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/02/06 11:31
S9	114	(((358$)!.ccls.) and bi-directional and resolution) and (high near resolution)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/02/06 11:32
S10	44	((((358$)!.ccls.) and bi-directional and resolution) and (high near resolution)) and (low near resolution)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/02/06 11:33

S11	34	(((((358$)!.ccls.) and bi-directional and resolution) and (high near resolution)) and (low near resolution)) and communication	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/02/06 11:33
S12	13	((((((358$)!.ccls.) and bi-directional and resolution) and (high near resolution)) and (low near resolution)) and communication) and transmit$4 and extract$4 and receiv$4	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/02/06 11:35
S13	10	((382/299).ccls.) and bi-directional	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/06/18 13:55
S14	4	((382/309).ccls.) and bi-directional	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/02/06 13:19
S15	2	((358/452).ccls.) and bi-directional	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/06/18 13:35
S16	12934	(virtual near memory) and pixel anf fetch and (memory with location)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/06/18 13:11
S17	1387	((virtual near memory) and pixel anf fetch and (memory with location)) and bi-directional	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/06/18 13:11
S18	14	(((virtual near memory) and pixel anf fetch and (memory with location)) and bi-directional) and (graphic near engine)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/06/18 13:12
S19	12	((virtual near memory) and pixel anf fetch and (memory with location)) and ((345/542).ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/06/18 13:36
S20	1	("5706483").PN.	USPAT; USOCR	OR	OFF	2003/06/18 13:56

S21	2	("5381533").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 13:32
S22	0	(transferring near pixel near data) and readdressing and (virtual near memory) and fetch	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:33
S23	12	readdressing and (virtual near memory) and fetch	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:40
S24	151	(virtual near memory) and pre-fetch	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:41
S25	229	(virtual near memory) and pre-fetch$3	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:41
S26	0	((virtual near memory) and pre-fetch$3) and (imagel near data)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:41
S27	36	((virtual near memory) and pre-fetch$3) and (image near data)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:41
S28	25	(((virtual near memory) and pre-fetch$3) and (image near data)) and algori$5	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:42
S29	9	((((virtual near memory) and pre-fetch$3) and (image near data)) and algori$5) and mapping	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/06/21 13:49
S30	2	("6317818").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:01

S31	0	("fetch$4andalgorit$4andfasterandcacheandvirtualandmemory").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:04
S32	1652	fetch$5 and algorit$4 and faster and cache and memory and virtual	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:05
S33	1077	(fetch$5 and algorit$4 and faster and cache and memory and virtual) and @ad<="20000531"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:57
S34	0	((fetch$5 and algorit$4 and faster and cache and memory and virtual) and @ad<="20000531") and manipulat$4 and engin and (fetch$2 or pre-fetch$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:09
S35	273	((fetch$5 and algorit$4 and faster and cache and memory and virtual) and @ad<="20000531") and manipulat$4 and engine and (fetch$2 or pre-fetch$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:10
S36	17	(((fetch$5 and algorit$4 and faster and cache and memory and virtual) and @ad<="20000531") and manipulat$4 and engine and (fetch$2 or pre-fetch$4)) and (re-mapping or mapping) and (transformation near3 pixel)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:51
S37	0	((345/568).clss.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:52
S38	0	((345/568)!.clss.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:53
S39	0	((345/568)!.clss.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:54

S40	114	((345/568)!.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:56
S41	92	(((345/568)!.ccls.)) and @ad<="20000531"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/21 14:57
S42	1	"5835962".PN.	USPAT	OR	OFF	2004/06/22 07:29
S43	2	("5867140").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/23 07:59
S44	2	("5394166").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/06/23 07:59
S45	1084	(transfer$4 near2 pixel) and virtual and memory scaling and composition and (color near3 conversion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/10 15:19
S46	557	S45 and @ad<="20000531"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/10 15:21
S47	2	S46 and (serial near4 architecture)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/10 15:26
S48	403	S46 and memory and utiliz$5	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/10 15:28
S49	259	S48 and algorithm	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/10 15:29

S50	25	S49 and (transfer near function)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 08:52
S51	0	("US20030137514A1").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 08:52
S52	0	("20030137514A1").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 08:52
S53	2	("20030137514").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 09:16
S54	2	("20030122815").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 09:16
S55	1086	(transfer$4 near2 pixel) and virtual and memory scaling and composition and (color near3 conversion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/11 11:09
S56	557	S55 and @ad<="20000531"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:12
S57	403	S56 and memory and utiliz$5	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:09
S58	259	S57 and algorithm	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:09

S59	25	S58 and (transfer near function)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:10
S60	0	S55 and (without near3 fetch)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:10
S61	2	S55 and (without near3 fetch$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:13
S62	557	S55 and @ad<="20000531"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:12
S63	16	S62 and (without near4 fetch$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:21
S64	61	S62 and (no near4 fetch$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:21
S65	16	S62 and (no near2 fetch$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:22
S66	0	S62 and (use near2 fetch$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/11 11:22